

Figure 1

200 Command Bits				210 Capabilities Pointer		205 Capability ID	
P3 Mask	P3 Match	P2 Mask	P2 Match	P1 Mask	P1 Match	P0 Mask	P0 Match
P7 Mask	P7 Match	P6 Mask	P6 Match	P5 Mask	P5 Match	P4 Mask	P4 Match
...	...	...	...	...	...	...	...

Figure 2

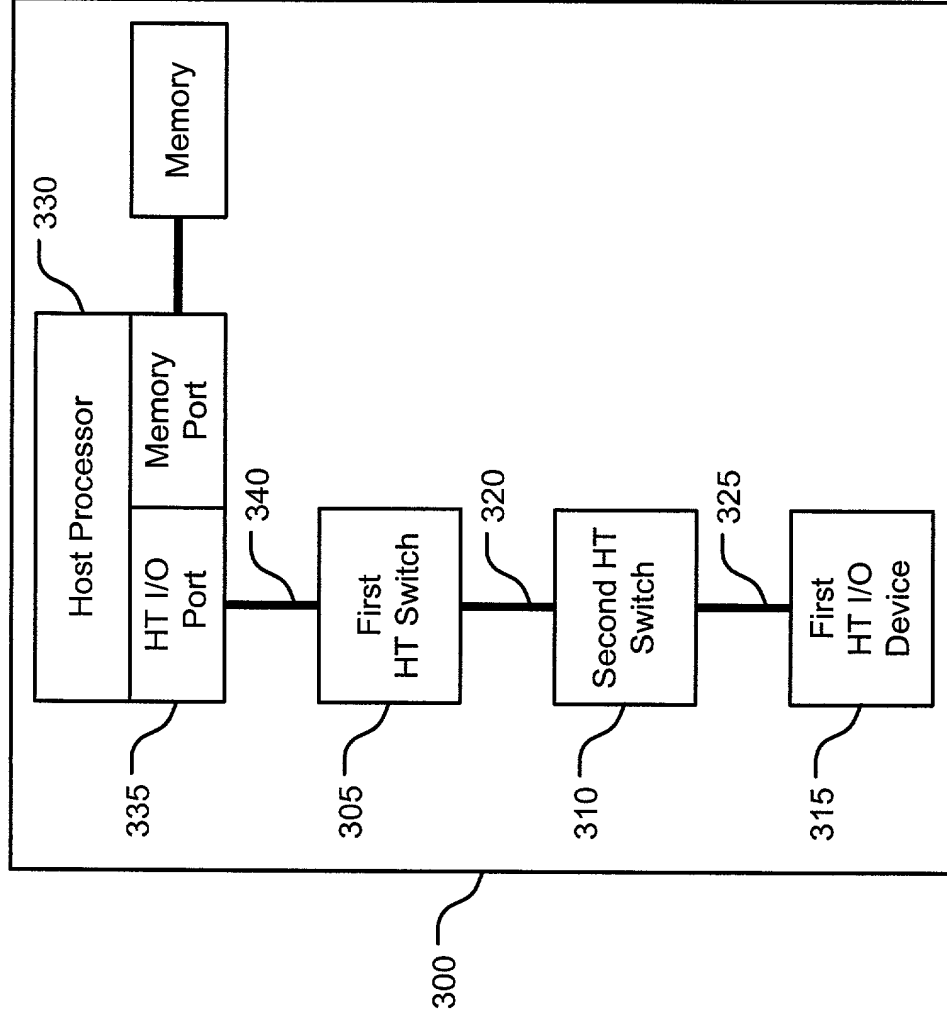


Figure 3



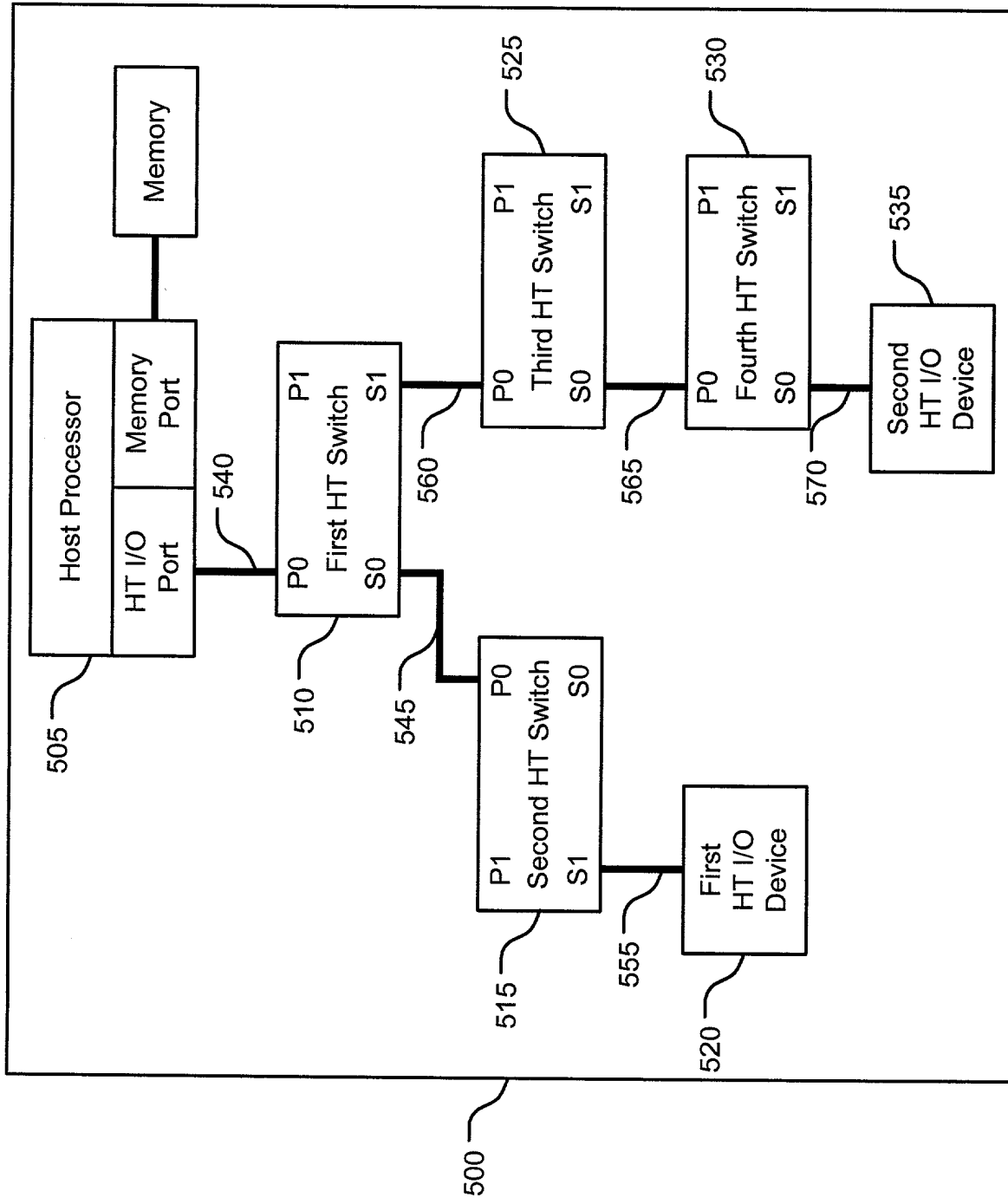
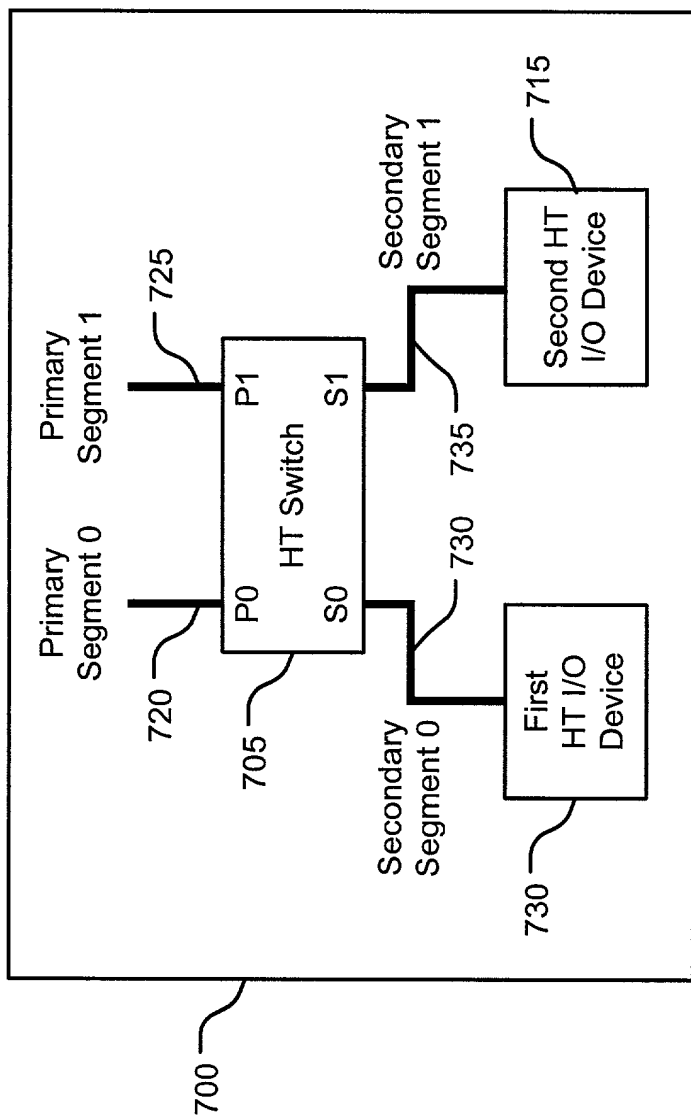


Figure 5





## Figure 7

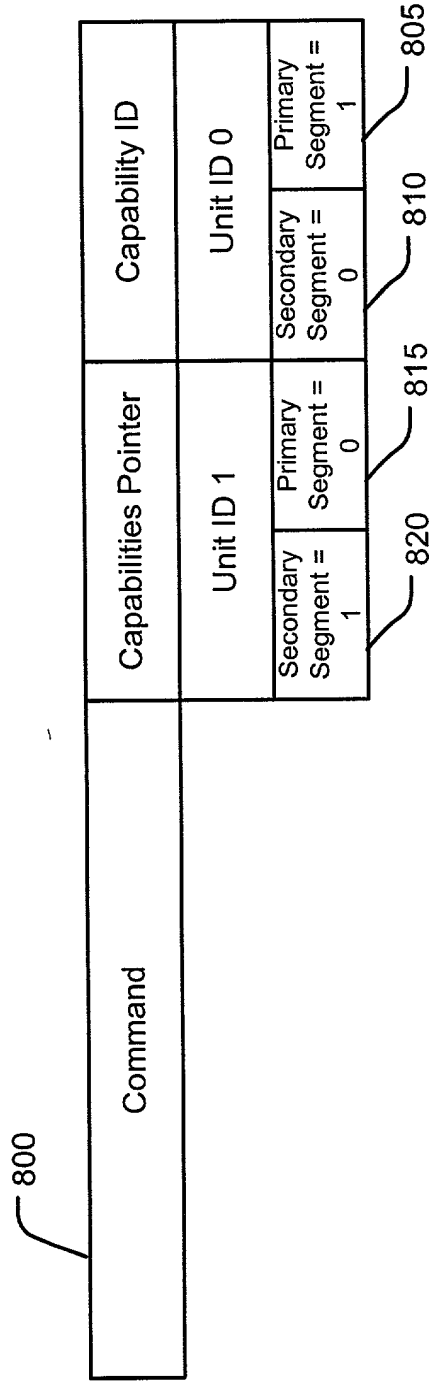
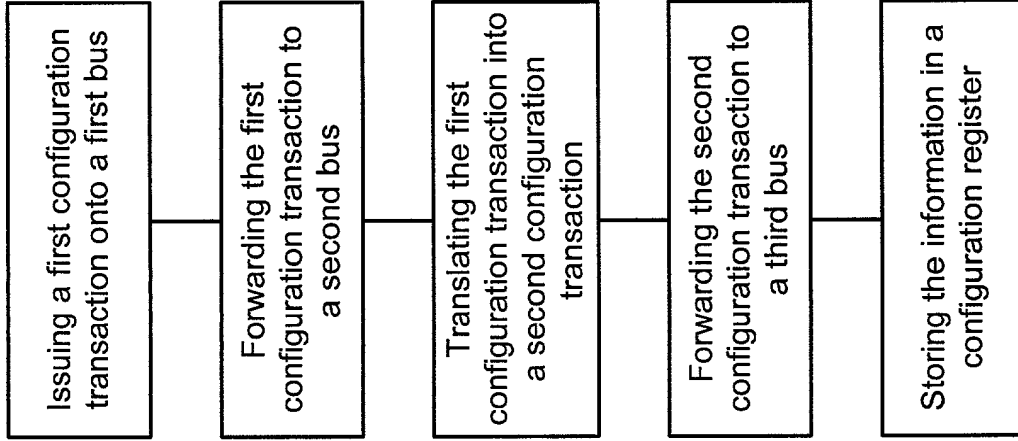
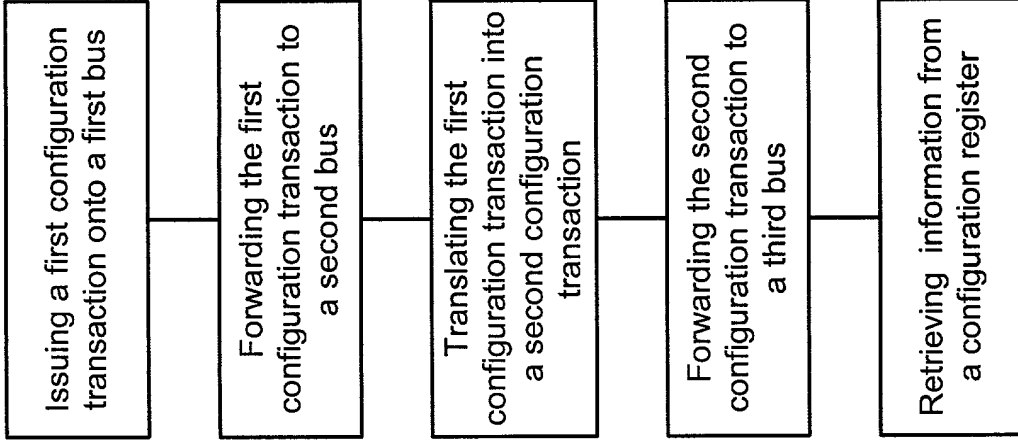


Figure 8

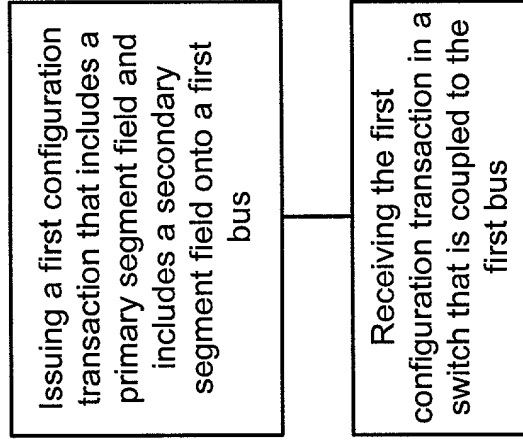




*Figure 9*



*Figure 10*



*Figure 11*

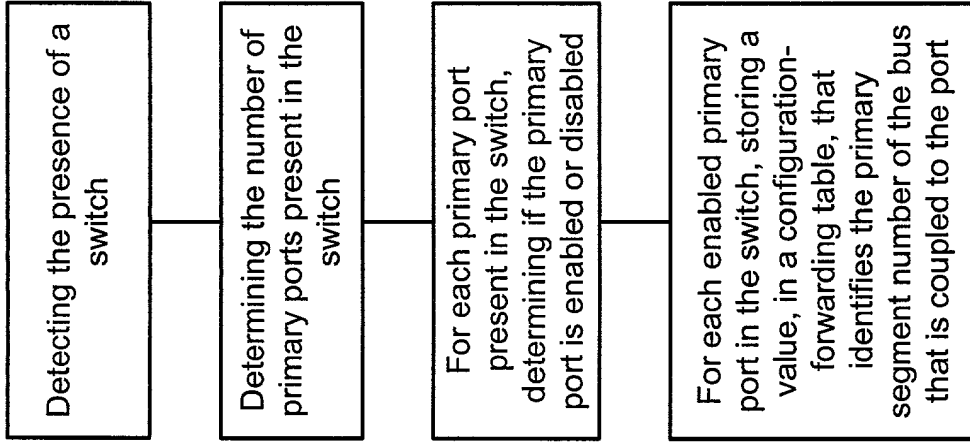


Figure 12

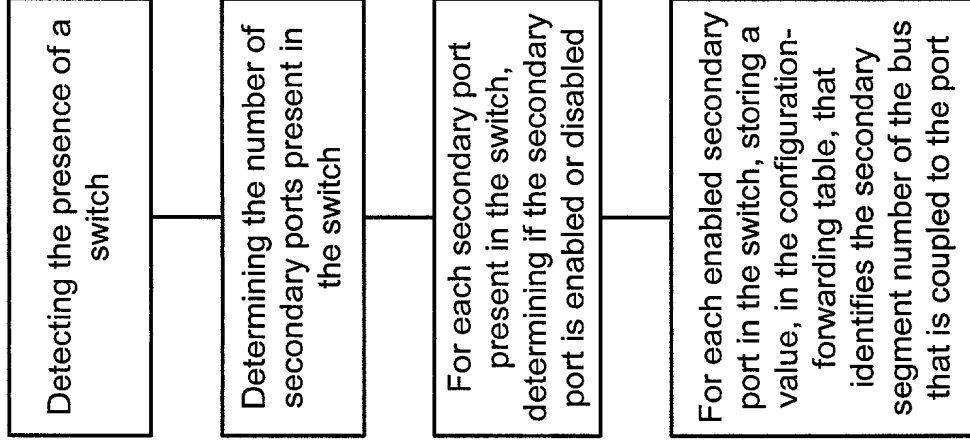
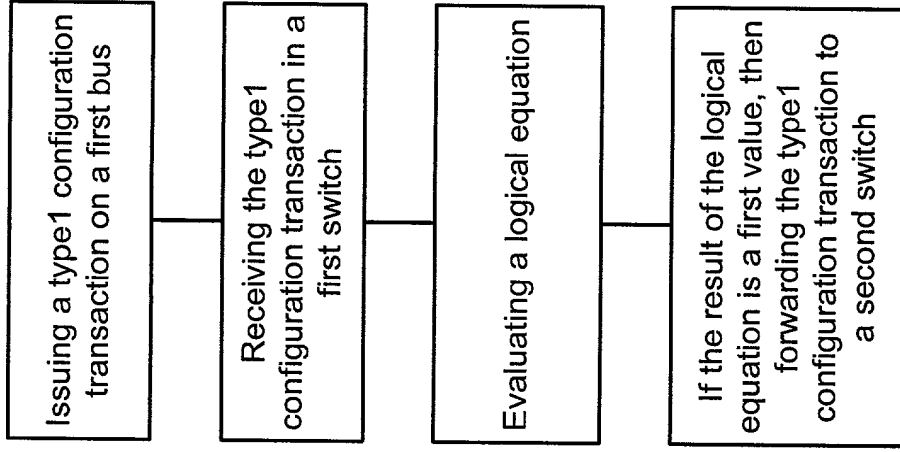


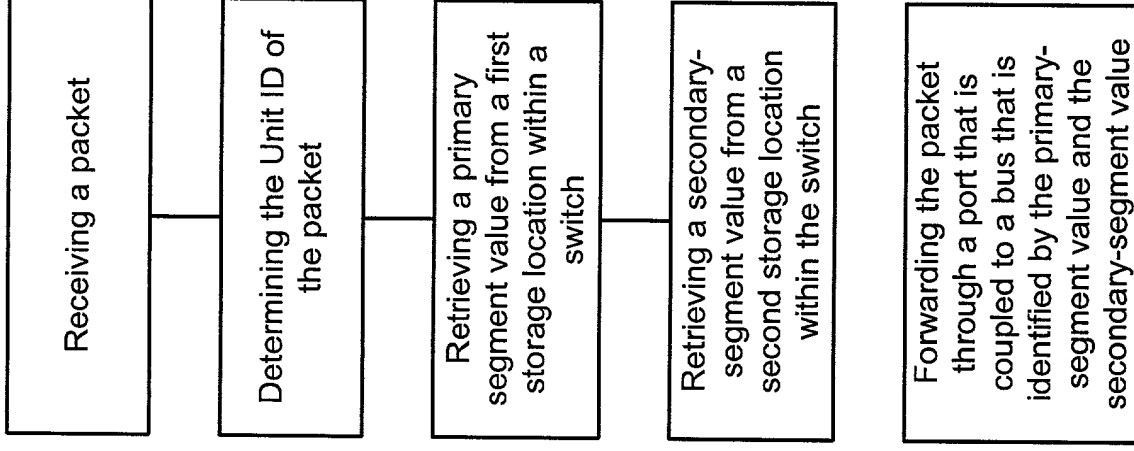
Figure 13



Figure 14



*Figure 15*



*Figure 16*